Fishing Tournament Information and Retrieval System

Business

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by

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IMPORTANT

Ordering information for the Fishing Tournament Information and Retrieval System software can be found on the detachable page at the end of this manual. To insure hardware compatability, please read through and complete this form CAREFULLY before ordering the system software. Additional forms can be obtained through the Texas A&M Sea Grant Marine Information Service.

Price: $5

Order from:

Marine Information Service
Sea Grant College Program
Texas A&M University
College Station, Texas 77843

R/F-22
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INTRODUCTION

The Fishing Tournament Information and Retrieval System (FTIRS) is a generic tournament program that keeps track of all files on the computer.

There are chapters in this manual for each subprogram within FTIRS. Also, supporting information is shown for each screen generated within the subprograms. The manual is written in simple, understandable form for individuals without computer or programming experience. With increased use, an individual may perform functions quickly and easily without the need to refer to the manual.

FTIRS is designed to operate without a manual. In other words, FTIRS directs the operator what to enter and when to enter the data in order to accomplish a desired result.

A quick overview of the procedures to operate FTIRS is given in the following table. Each procedure has to be followed for proper execution and operation of FTIRS.

OPERATING PROCEDURES

WHEN	CHAPTERS
Upon receiving program package	3 - 6
Initialize diskettes	3
Format diskettes	4
Enter species calculations	5
Print species calculation file for verification of scoring procedures	6
Before opening day of tournament	7 - 9
Register participants	7 & 8
Print registration file(s)	9
During and after tournament	10 - 13
Entering each species	11
Modify any catch and/or file(s)	12
Print Leaders Board and/or catch file(s)	13

After reading the manual, you may order one or more copies of the Tournament Fishing Information and Retrieval System (FTIRS). An order form is provided in Appendix B.

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RLB

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CONTENTS

CHAPTER 1

Starting Up The Program

The Fishing Tournament Information and Retrieval System (FTIRS) is located on a double-sided, double-density, soft-sectored floppy diskette along with the DBASE II operating programs. This system diskette contains special instructions necessary to operate FTIRS. For this reason, the system diskette must be in Drive A, the left or top disk drive on the computer. The procedure for starting the program is as follows:

1). At the prompt,A>, type "DBASE " and press the RETURN key (A> DBASE).

2). DBASE II displays its license agreement on the screen. If not restart the computer by turning it off, then on. Next, type DBASE again and press the RETURN key.

3). At the bottom of the screen, FTIRS will display its prompt, a period (.). Type " . DO FTIRS " and press the RETURN key, (.DO FTIRS).

The operator will see the FTIRS copyright notice and ownership statement. After the last line on the screen is displayed, "by Raymond L. Bartley", press any key to continue -- 0-9, A-Z, space bar or RETURN key. The operator will then proceed to the MAIN TOURNAMENT MENU (Chapter 2).

While reading the manual and operating the program, the operator will notice the phrase "(Y/N)(CR = N)?". This phrase indicates a "yes - no" question. The operator can enter either "Y", "y", "T", or "t" for a "yes" or "true response" and "N", "n", "F", or "f" for a "no" or "false response". Furthermore, "CR" represents the RETURN key or "carriage return". Therefore the phrase "(CR = N)" indicates that by depressing the RETURN key, the operator is indicating a "no" response to the question.

The operator will also notice "boxes" beside questions, and after variables. These boxes represent the data fields and their respective lengths within the program. After each data field is typed, press the RETURN key to properly enter the data in the computer.

Computers generally store data on diskettes. To use a diskette, the diskette has to be "formatted" for the tournament computer. This program does not "format" a diskette to the wide array of computers on the market. Therefore, before the operator can proceed with this program, he/she needs to "format" several diskettes to his/her particular computer. (Consult your computer operation manual for instructions on how to "format" diskettes.)

The minimal number of diskettes for the tournament is two - one registration and one points diskette. These two diskettes are in addition to the FTIRS diskette.

CHAPTER 2

Selecting Desired File Operation

FTIRS is divided in three major parts. Each of these parts is displayed on the computer console as the MAIN TOURNAMENT MENU (Figure 2.0). Each option listed on the menu requires a different diskette. Table 2.0 shows the correct diskette the operator needs to use for the respective operation listed in Figure 2.0.

Option	Diskette
1	Main Tournament Diskette
2	Registration Diskette
3	Points Diskette

Table 2.0

```
MAIN TOURNAMENT MENU

0 - EXIT from program
1 - Initialize Tournament diskettes
2 - Register Participants
3 - Enter Daily Catches and Calculate Standings

Enter Desired Option !_!
```

Figure 2.0

The operator may select one of the numbers on the screen (Figure 2.0). If the operator enters an invalid number or a option not listed, the computer will remain at this menu until a valid entry is entered. Each option is briefly described below. Also, the proper chapter to refer to for options 1, 2 and 3 is listed. Furthermore, when entering the daily catches, option 3, the computer will ask the user the following question:

```
Is this a new day for the tournament (Y/N)(CR = N)? !_!
```

The purpose of this question is to reset the daily weight variable for all species caught by each fisherman who registered a fish the previous day. This feature allows the tournament to acquire a printout for each species and determine the heaviest species for each tournament day.

EXIT from program

The operator must enter a zero, 0 (Figure 2.0), for proper exiting of the program. The computer will return the operator to the "dot prompt", ., which signifies the completion of the program. At the "dot prompt", the operator enters "quit" and presses the RETURN key. The computer then returns the operator to the computer's operating system.

Initialize Tournament Program

The operator will create the necessary BLANK data files for each diskette - main, registration and points. The operator also can enter the eligible species and standings calculations for the particular fishing tournament. (Refer to Chapter 3).

Register Participants

As the name implies, the operator can register participants for the tournament. Furthermore, the operator can register the boat the participant(s) is(are) using for the fishing tournament. Also, a special file can be used for the "boat owner", if the tournament uses this classification in their tournament. (Refer to Chapter 7.)

Enter Daily Catches and Calculate Standings

One of the most critical parts of the tournament program, this procedure allows the operator to enter each fish brought in by a fisherman and determine its standing. Also, the operator may modify all the data within each file relevant to the scoring procedure for any reason that might arise (i.e., disqualified fish). Further, the operator may print out any information that relates to the scoring procedure. (Refer to Chapter 10.)

CHAPTER 3

Initialize Diskettes

Initializing tournament diskettes is broken into two parts for safety purposes. Figure 3.0 displays the options available to the operator.

```
┌──────────────────────────────────────────────────────────┐
│                    INITIALIZATION MENU                   │
│                                                          │
│          0 - EXIT                                        │
│          1 - Species Points Calculation Files per Category │
│          2 - Enter correct files on FORMATTED diskettes  │
│                                                          │
│          Enter Desired Option ? |_|                      │
└──────────────────────────────────────────────────────────┘
```

Figure 3.0

The operator may select one of the numbers on the screen. If the operator enters an invalid number or any other option not listed, the computer will remain at this menu until a valid entry is entered. Each option is briefly described below. Also, the proper reference chapter for options 1 and 2 is listed.

EXIT

By entering a zero, 0, the operator will return to the MAIN TOURNAMENT MENU (Figure 2.0). The operator must return to this menu to perform other data manipulations or exit from the program completely.

Species Calculation Files per Category

This procedure creates the scoring procedure for each species eligible for the tournament. Also, the computer creates the standing board for each species. (Refer to Chapter 5 and 6.)

Enter correct files on FORMATTED diskettes

This option creates all necessary files for the tournament. This procedure is the first step to tailoring this software to your tournament. Also, this option allows the operator to erase the previous year's Leaders Board without having to recreate the data file as described in Chapter 5. (Refer to Chapter 4 for erasing of previous year's Leaders Board.)

CHAPTER 4

Formatting Tournament Diskettes

The operator needs to create all necessary files before any other function can be performed.

After selecting option "2" in Figure 3.0, the computer will clear and the different type of files to create will be displayed upon the screen (Figure 4.0).

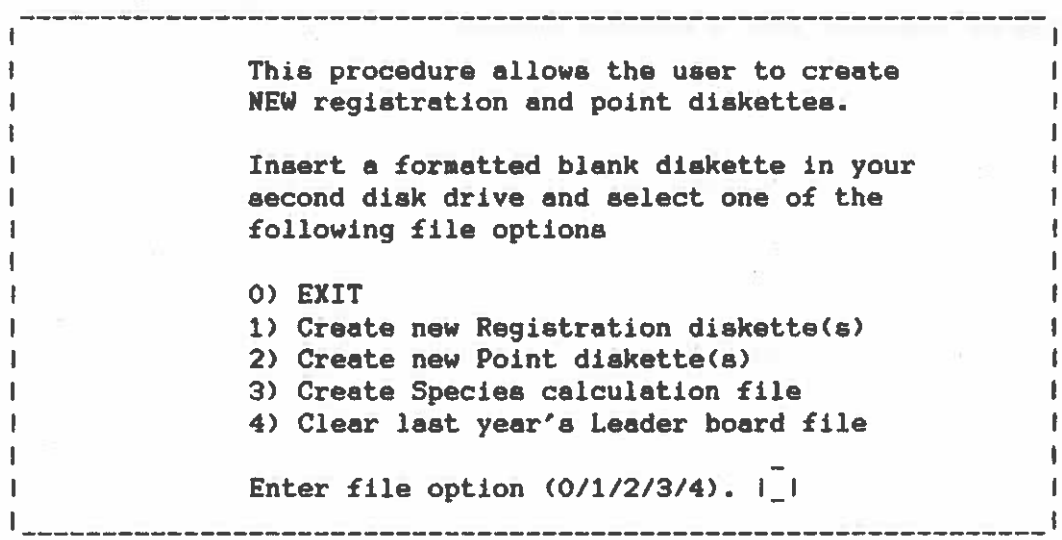

Figure 4.0

EXIT

By entering a zero,"0", the operator will return to Figure 3.0, INITIALIZATION MENU.

Create new REGISTRATION diskette(s)

As stated, this option will create all necessary data files for proper registration of the participants. Insert a blank diskette in drive B:,located beside or below drive A: and close the door. Next, depress option number 1. The computer will automatically create and perform all other necessary operations for creating the

registration data files.

Create new POINT diskette(s)

As stated, this option will create all necessary data files for proper point tabulation of the participants. Insert a blank diskette in drive B: and close the door. Next, depress option number 2. The computer will automatically create and perform all other necessary operations for creating the points data files.

Create SPECIES CALCULATION file

As stated, this option will create all necessary data files for proper species calculation for the tournament. Next, depress option number 3. The computer will automatically create and perform all other necessary operations for creating the species calculation data files. Furthermore, the program will create the blank Leaders Board file.

Clear last year's LEADERS BOARD file

Once a Leaders Board has been created it is unlikely that the species and other related information will change. That is why this function was included in the program. By entering option 4, the operator will erase ONLY the names and other related information on the Leaders Board. For example, if the tournament holds the same tournament each year without changing the species or any other rule from the previous year, the operator needs only to erase the previous Leaders Board and create the other two diskettes for each tournament, points and registration diskettes.

After each diskette is created, the operator needs to label the diskette with the type of datafile and the respective tournament and year. For example:

Bozo's Sponge Fish Tournament
Registration Diskette
1992.

This labeling procedure will avoid any confusion of diskettes. Further, the tournament may use these diskettes for filing information and keeping track of its participants from year to year.

CHAPTER 5

Species Calculation Procedure

The operator can begin to enter the necessary information for the computer to begin record keeping based upon the tournament's rules and regulations. Further, the operator may change any information previously entered. Also, the operator may check the information entered for each species calculation record to insure every aspect of the scoring procedure is in order before the tournament begins (Figure 5.1).

```
+-------------------------------------------------------------+
|                                                             |
|                INITIALIZATION PROCEDURE MENU                |
|                                                             |
|      0 - RETURN TO INITIALIZATION MENU                      |
|      1 - Add or Change Species Calculation Information      |
|      2 - Display/Print Species Calculation File             |
|                                                             |
|      Enter Desired Option ? |_|                            |
|                                                             |
+-------------------------------------------------------------+
```

Figure 5.1

Option 2 of Figure 5.1 allows the operator to print the calculation file for verification before the tournament begins. This option enables the operator to compare the computer's scoring procedures to the tournament's rules and regulations (Chapter 5). Option 1 is discussed in the remaining portion of the chapter.

The operator needs to consult the rules and regulations of his particular tournament to determine how each species is scored. For example, if each species in a particular division and category has an individual scoring procedure and is totally different than other species within the same division and category, the operator needs to enter each species individually (Figure 5.2). Otherwise, the operator may enter the word "ALL" for "SPECIES".

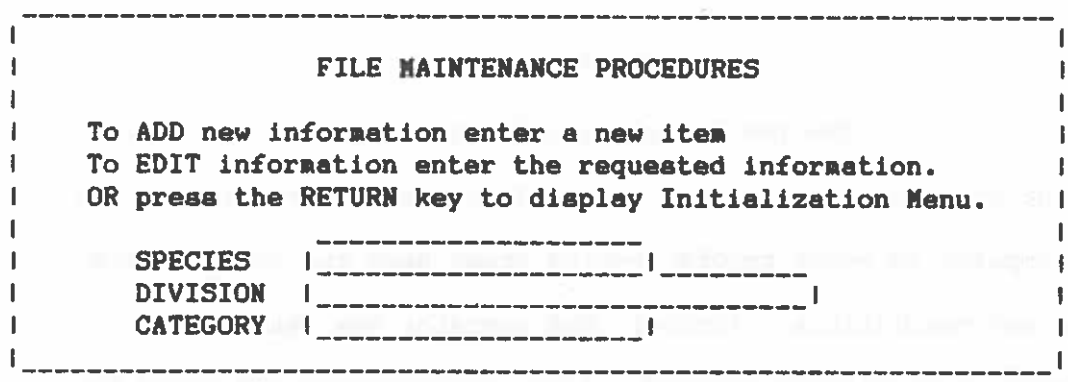

Figure 5.2

The operator may either enter a particular species name for each particular division and/or category, or the word "ALL" for "SPECIES", or press the RETURN key for each entry in order to return to the INITIALIZATION PROCEDURE MENU (Figure 5.1).

The use of the word "ALL" for "SPECIES" is a time- and space-saving attribute of the tournament program. This option allows the operator to enter a universal point calculation procedure for one or more species within the division and/or category. Further, the operator enters each species name within this particular division and/or category (see discussion of the "ALL" function on page 19 and in subsequent chapters).

The computer will search its database file(s) for the species entered. This procedure allows the operator to determine if the species has been entered or not. Furthermore, the operator may notice that the current scoring procedure is listed or the phrase "*** NOT ON CURRENT FILE ***" appears with the SPECIES CALCULATION MENU (Figure 5.3). Table 5.1 shows the operator the current scoring procedures allowed by the program.

AVAILABLE SCORING PROCEDURES

SCORING PROCEDURES
Heaviest <species>
Cumulative weight of <species>
Cumulative weight of Divisional Species <species>
Heaviest String weight of <species>
Divisional Formula: <species>
Species Formula: <formula>
Tag and Release: <tag and release points>
*** NOT ON CURRENT FILE ***

Table 5.1

One of the above scoring procedures appears on the Species Calculation Menu. This enables the operator to determine the present scoring status of each species.

The operator may change the scoring procedure or tie-breaking category for each species. The procedure to operate this option is the same as entering a new species in the database files. To insure proper modification, the computer will display a warning message before the computer will change the species scoring procedure (Figure 5.7). Furthermore, the operator may modify the current tie-breaking category with relative ease by selecting the current scoring procedure listed on the screen (Figure 5.3) and automatically advancing to Figure 5.8.

The operator may choose only one point calculation procedure per species. This procedure is strictly enforced. If the operator enters an invalid number or any other option not listed, the computer will remain at this menu until a valid entry is entered. The operator needs to read each option available to match with the correct scoring procedure outlined in the tournament's rules and

regulations. The operator may notice that there is no option here for tie-breaking categories. This option is discussed later in Figure 5.8.

```
                        SPECIES CALCULATION MENU
                        ------- ----------- ----
Species: <species entered>                      Division: <division entered>
                                               Category: <category entered>

Current Scoring Procedure:
<scoring procedure listed in Table 5.1>

              The operator may choose ONLY ONE point calculation procedure
                          POINT CALCULATION OPTIONS

        0) EXIT FROM ROUTINE
        1) Winner decided by heaviest species (by weight)
        2) Winner decided by CUMULATIVE weight of all <species) caught
        3) Winner decided by CUMULATIVE weight of all DIVISIONAL fish caught
        4) Winner decided by heaviest <species> STRING weight
        5) Winner decided by DIVISIONAL POINT formula system
        6) Winner decided by a specific SPECIES POINT formula system
        7) Winner decided by TAG and RELEASE points for <species>

        9) MODIFY SPECIES, DIVISION AND/OR PRESENT CATEGORY

        Point calculation option (0/1/2/3/4/5/6/7/9). |_|
```

Figure 5.3

The operator will notice that the menu will disappear from the screen no matter which option is chosen. If options 1, 2, 3, or 4, was desired by the operator, the computer will display the tie-breaking information menu (Figure 5.8). Options 5 or 6 will allow the operator to enter a specific mathematical formula for calculating the standings (Figure 5.4). Option 7 allows the operator to enter the specific tag and release points for the species (Figure 5.6). If a misspelling occurred for a specific

species, the operator may modify the species, division and/or category with option 9 (Figure 5.9).

If the species was not on the current species calculation file, the menu will disappear from the screen and the following message is displayed indicating the computer procedure:

Creating Species File - Please Stand By.

POINT FORMULA CAPABILITY

The possible combinations of formulas are great. PLEASE BE CAREFUL ENTERING THESE FORMULAS TO PREVENT ERRORS LATER IN THE TOURNAMENT. The tournament should complete and print the formula calculation before the tournament to reduce and eliminate all misspellings and other calculations.

The operator is not limited by the variables in Figure 5.3 for calculating a point formula. The operator may use any of the standard mathematical symbols listed in Table 5.2 and any number, 0 - 9. The line bonus variable , LBN, listed in Figure 5.4 will allow the operator to develop a line bonus point formula(s) based on the tournament's rules and regulations (Figure 5.5). The LBN variable must be entered in the formula in order to use this special option.

After the point formula is entered, the computer will display the following message:

Are there any misspelling(s) in the point formula (Y/N)(CR = N)?

It is critical that the operator checks the spelling of each variable used in the formula. If one variable is misspelled,

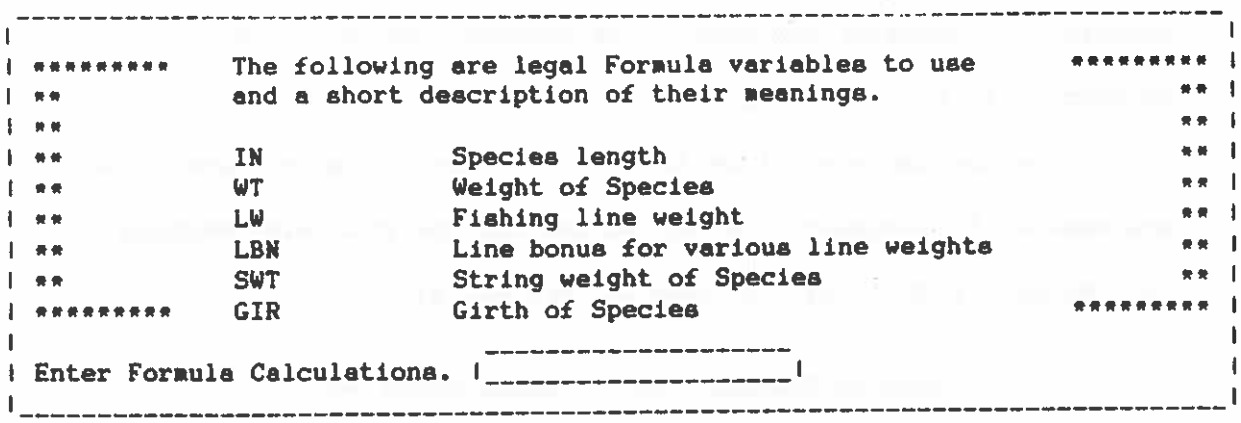

Figure 5.4

answer 'Y' to the message so that the computer can return the operator to the formula and correct the spelling. If the misspelling is not corrected, an error will occur when entering an individual's catches (discussed later in the manual).

LEGAL MATHEMATICAL SYMBOLS	
( )	parenthesis
*	multiplication
/	division
+	addition
-	subtraction
.	decimal point
%	percent

Table 5.2

Table 5.2 shows the only mathematical symbols allowed by the program. If the operator enters an invalid symbol, the computer will not properly determine the points. The equal sign, =, is not an appropriate mathematical symbol for this program, for example. The following illustrations demonstrate correct and incorrect formula entries:

FORMULA	DESCRIPTION
WT*LW+LBN	Weight of the fish multiplied by the breaking line weight plus line bonus
WT*(WT/LW*150%)	Weight of fish multiplied by the quantity weight of fish divided by the breaking line weight multiplied by 150 percent
LBN=IN*WT	INVALID, no equal sign is allowed
WT/IN+LNB	INVALID, misspelling of the variable LBN
SWT*1.5	Stringer weight multiplied by 1.5

LINE BONUS PROCEDURE

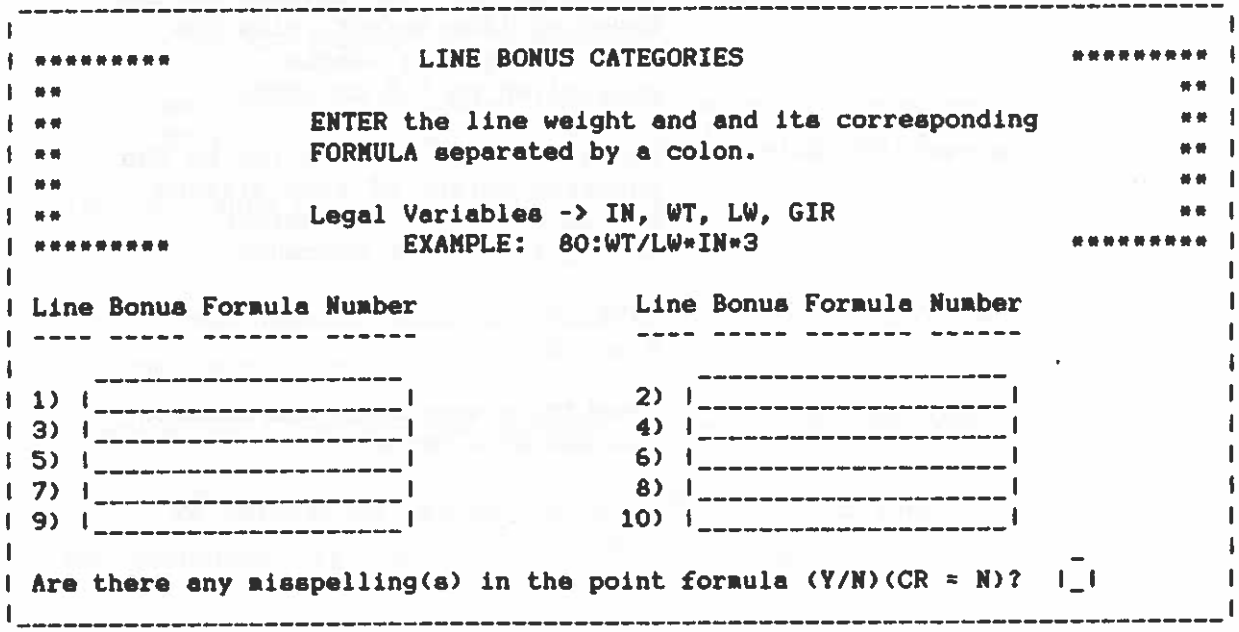

Figure 5.5

After the computer detects the LBN variable in the formula, the formula menu will disappear and Figure 5.4 will appear on the

screen. The operator must enter the line bonus formula in the following special format:

<line breaking weight>:<formula>

The operator needs to notice that a colon, :, separates the line breaking weight and the formula. The colon must be present for proper execution by the computer. The formula has the same restrictions as the regular point formula discussed earlier. Furthermore, the line breaking weight should be one of the 10 standard line weights of the International Game Fish Association (IGFA). For example, the following illustrations demonstrate correct and incorrect formula entries:

FORMULA	DESCRIPTION
130:WT/LW+(IN*1.5)	Weight of the fish divided by the breaking line weight, plus the quantity species length multiplied by 1.5 or 150%.
80:WT*(WT/LW*150%)	Weight of fish, multiplied by the quantity weight of fish divided by the breaking line weight multiplied by 150 percent.
4 WT/LW	INVALID, no colon between the 4 and WT.
2;WT/LW*1.5	INVALID, a semicolon was entered instead of a colon.
4:GIR*1.5	Girth of species multiplied by 1.5.

TAG AND RELEASE POINTS

Option 7 (Figure 5.3) allows the tournament to have tag and release standings for a particular species. After entering a 7, the computer will erase the Point Calculation Choices and display

Figure 5.6. The operator needs to enter the points and press the RETURN key to enter the tag and release points.

Figure 5.6

MODIFICATION OF CURRENT STANDING PROCEDURE

To prevent accidental modification of the species standings calculation, the computer will display a warning message (Figure 5.7) . The message will display the current scoring procedure and the new scoring procedure entered by the operator.

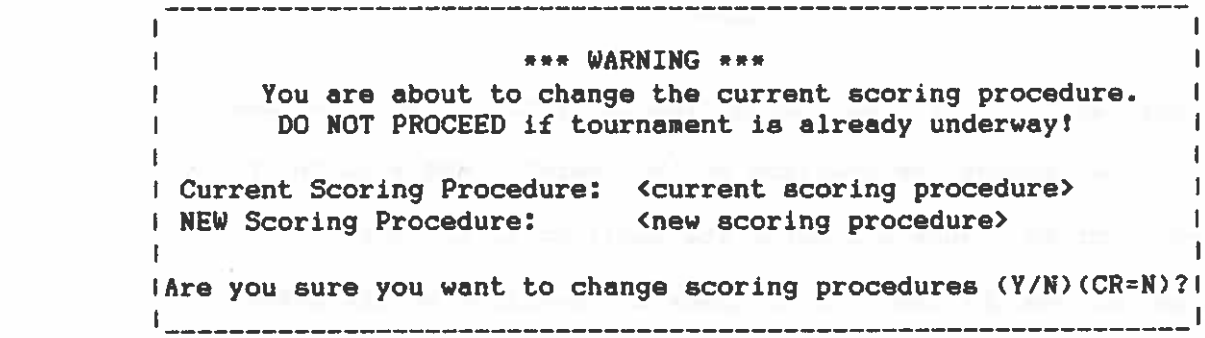

Figure 5.7

If the operator enters a "yes" or "true" response, 'Y' or 'T', the computer will replace the current procedure with the new procedure. Also, the computer will operate as described above for entering a new standings calculation. For obvious reasons, it is strongly advised that the scoring procedure not be changed once the tournament begins.

TIE BREAKING CATEGORIES

FTIRS can operate three different types of tie-breaking categories - TIME, LENGTH, and GIRTH (Figure 5.9). These three

categories were selected after extensive research in tie-breaking categories used by tournaments.

Figure 5.8 displays the current tie-breaking categories for the species entered. "NONE" is the default tie-breaking category. The operator may select to add or change a tie-breaking category by entering a "yes" response in Figure 5.8.

```
                    CURRENT TIE BREAKING CATEGORIES
                    ------- --- -------- ----------
    Tie Breaker number 1: <tie breaker entry>
    Tie Breaker number 2: <tie breaker entry>
    Tie Breaker number 3: <tie breaker entry>


Do you wish to add or change a tie breaking category (Y/N)(CR = N) ? |_|
```

Figure 5.8

Again spelling of these categories is critical. In this case, the computer checks the spelling of the operator and will return the operator to Figure 5.9 until the spelling is correct. The computer allows the operator to check for spelling errors before it automatically checks the spelling. After the operator clears the tie-breaking routine, the computer will return the operator to Figure 5.2 for further entering of additional species calculation or exiting the routine.

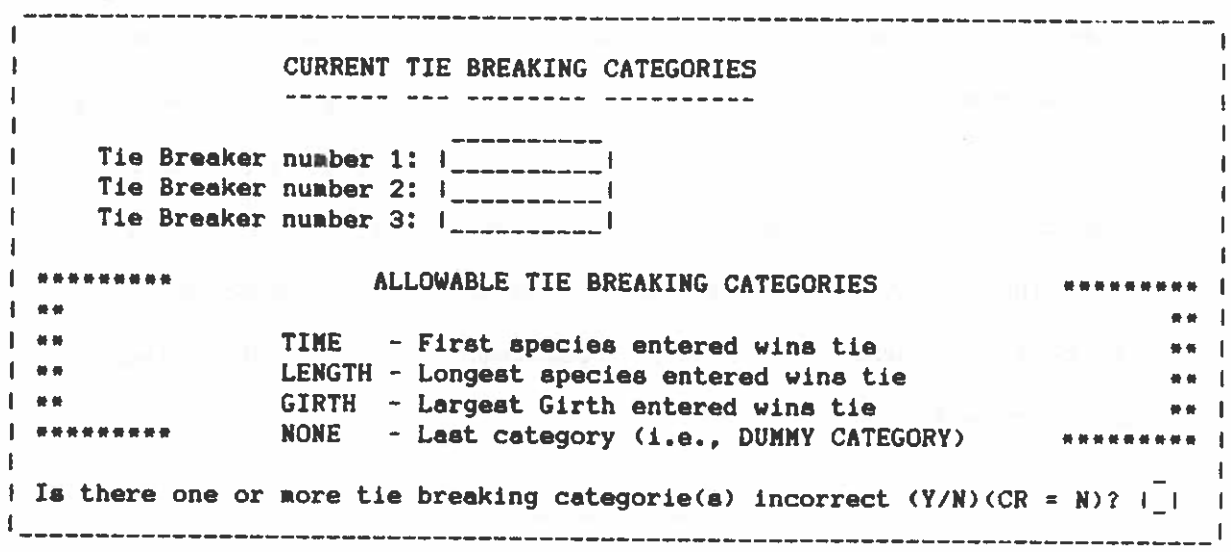

Figure 5.9

MODIFICATION OF SPECIES, DIVISION AND/OR CATEGORY

After checking the current species on file, the operator may find a misspelling in one of these data fields - species, division and/or category, or the operator may find the wrong species in a division and/or category. The operator should enter a "9" in Figure 5.3 to correct the mistake. Next, the operator will notice

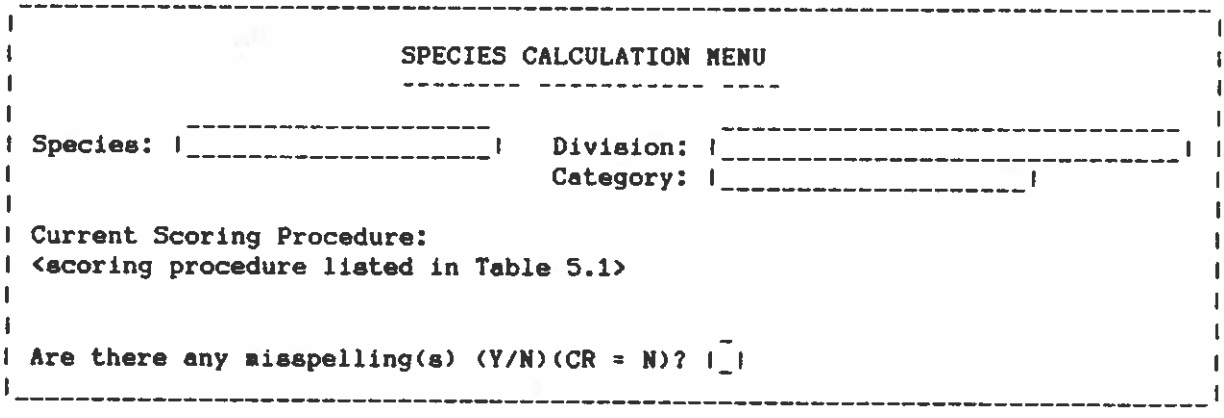

Figure 5.10

the point calculation menu disappears. The species, division and category data fields will light up, allowing the operator to make the necessary modifications (Figure 5.10). The computer allows the operator to check the spelling of the entries. If the operator detects a mispelling, answer the question with a "no" response, "N". The computer will then return the operator to "Species:" to retype the information. A "yes" response, "Y", will return the operator to Figure 5.3.

THE "ALL" FUNCTION

As previously stated, the use of the word "ALL" for "SPECIES" is a time- and space-saving attribute of the tournament program. This option allows the operator to enter a universal point calculation procedure for one or more species within the division and/or category.

Also, the "ALL" statement allows the operator to enter all the species within the "ALL" division of the tournament more quickly than by entering each species one at a time. Figure 5.11 illustrates the data entry procedure.

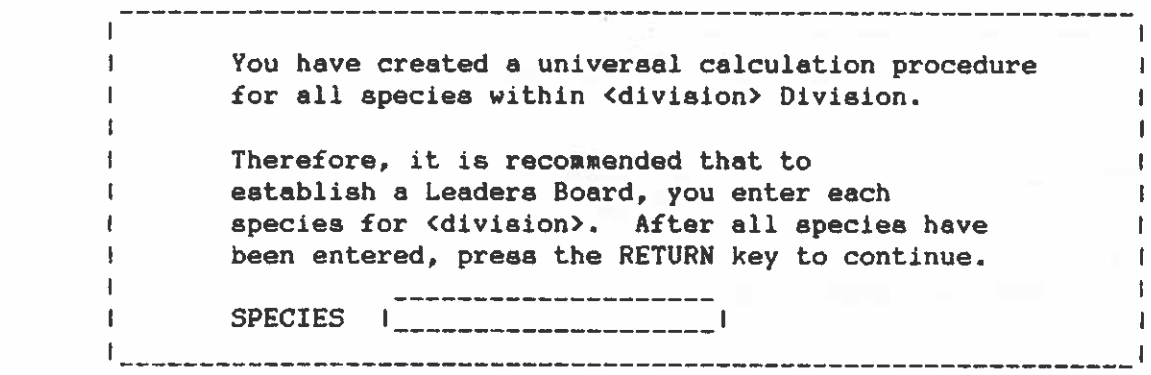

Figure 5.11

The computer checks to make sure the species entered is not already on file. This procedure avoids duplication of species in

the Leaders Board and subsequent confusion. If the species was entered previously, a warning message will appear allowing the operator to check the entry. The operator can also exit the routine by pressing the SPACE BAR until the entry is erased or by pressing the RETURN key (Figure 5.12). The computer will return the operator to Figure 5.3 after exiting the routine.

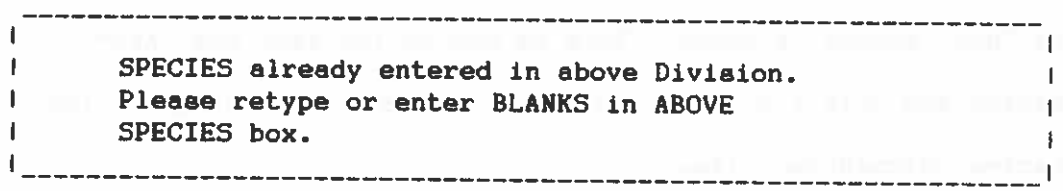

Figure 5.12

CHAPTER 6

Printing Species Calculation File

By entering option "2" in Figure 6.1, the operator may either display or print the species calculation file (Figure 6.0). The operator will notice the listing is in alphabetical order based on the species name. Further, the operator will notice that the species entered by using the "ALL" phrase are not displayed, but the "ALL" phrase is shown. This is due to the fact the "ALL" species are only listed in the Leaders Board file and not in the species calculation file.

```
+-----------------------------------------------------------------+
|                                                                 |
|      DISPLAY/PRINT INITIALIZATION MENU                          |
|                                                                 |
|      Enter 'P' to print the listing on the printer              |
|      Enter 'C' to display the listing on the console            |
|      Enter 'R' to RETURN to initialization menu                 |
|                                                                 |
|      ENTER 'P', 'C', OR 'R'  |_|                                |
|                                                                 |
+-----------------------------------------------------------------+
```

Figure 6.0

The operator will remain at this menu until a valid entry is entered. The "R" response will return the operator to Figure 4.1, INITIALIZATION PROCEDURE MENU. Using the "C", the console attribute, the operator will see the screen clear and the species calculation file appear on the screen. The screen pauses after it is full of information, allows the operator to review the information and displays the following message:

Press ANY key to continue ...

Press any key to continue -- 0-9,- A-Z, space bar or RETURN key. After the last screen is displayed, the computer will return the operator to Figure 6.0.

The ability to print the species calculation file allows the operator to check each species. The printout shows the operator the division and/or category in which the species is entered, the scoring procedure and all formulas.

CHAPTER 7

Registration of Participants

The registration of participants allows the operator to track the number of participants in the tournament. This procedure allows the tournament to compile a mailing list of its participants for survey purposes or other later use. Also, the computer can keep track of boat registration information (Figure 7.1).

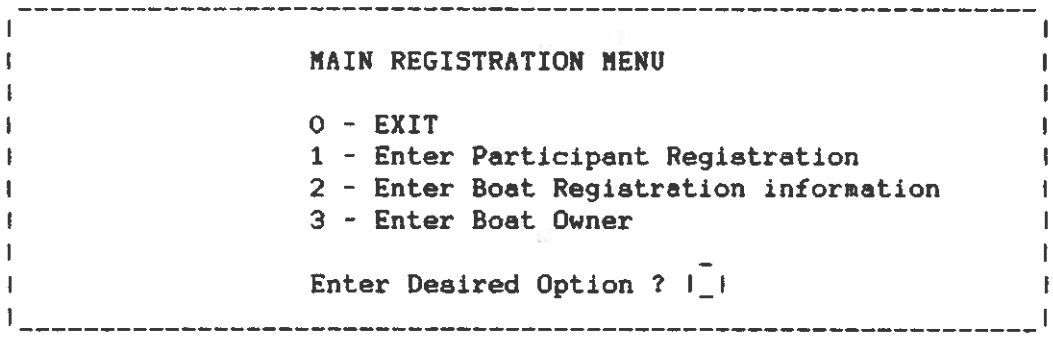

Figure 7.1

The operator may select one of the numbers on the screen. If the operator enters an invalid number or any other option not listed, the computer will remain at this menu until a valid entry is entered. The only difference among these three registration procedures is the data the operator enters in the computer. Figures 7.2 - 7.4 illustrates each of the three screens for data input for each registration file.

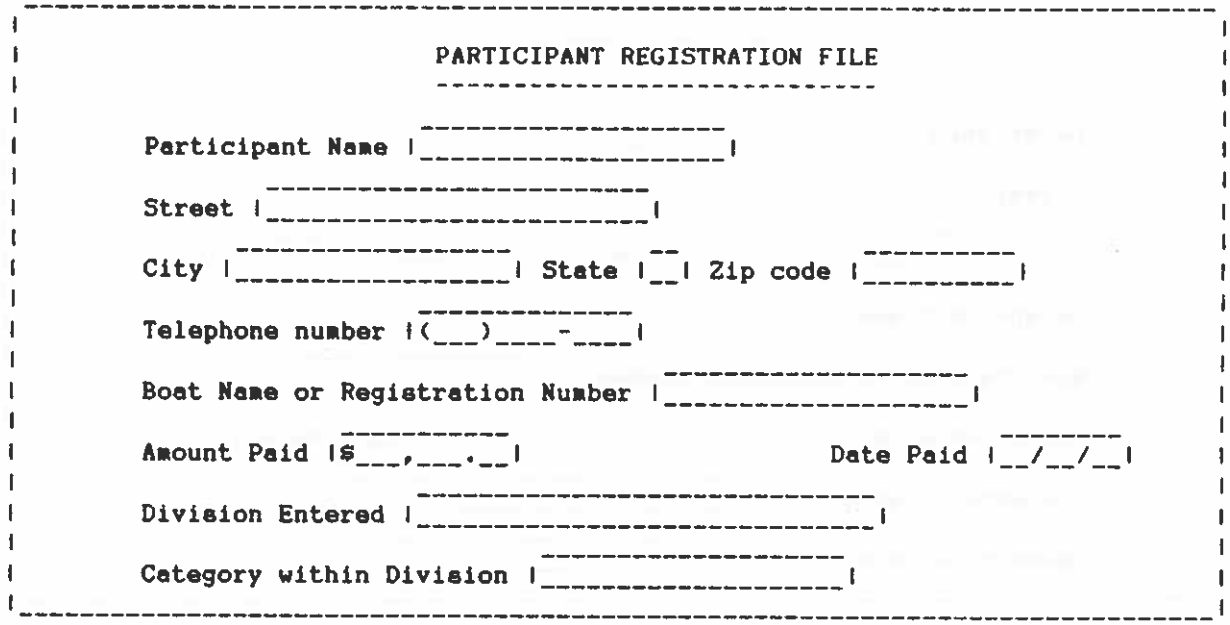

Figure 7.2

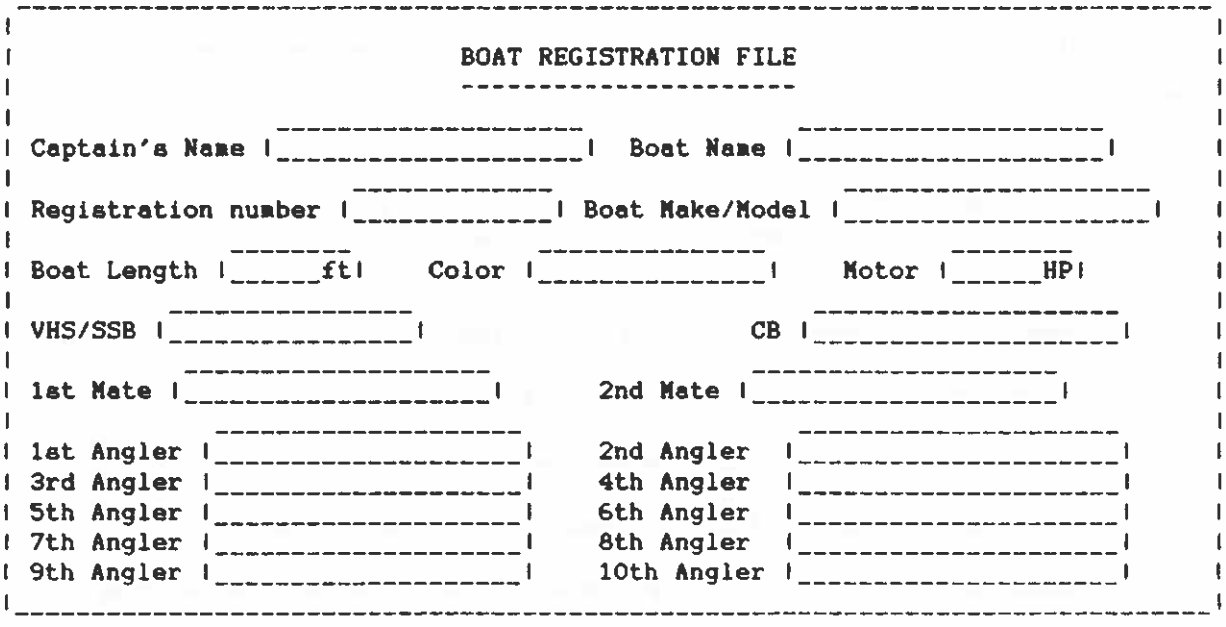

Figure 7.3

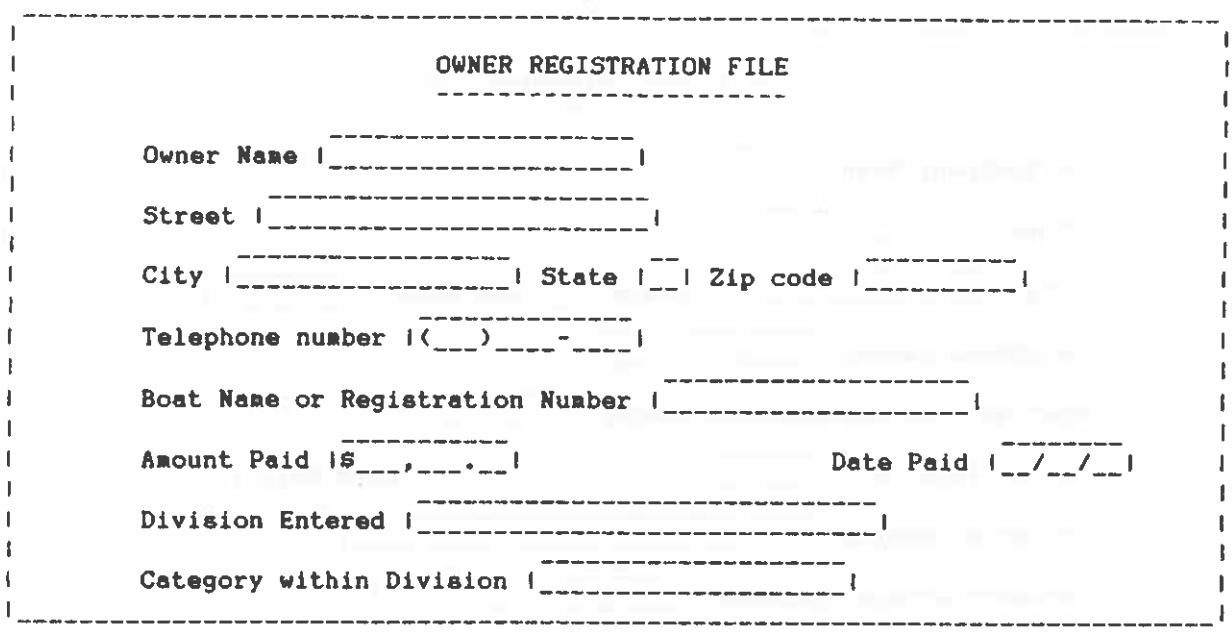

Figure 7.4

Because of the many diskettes used by FTRIS, the computer will display the following message. This message will allow the operator to switch diskettes before continuing the registration procedure.

Place PARTICIPANT REGISTRATION diskette in drive B
Press any key to proceed.

The operator will notice that all three registration files are kept on one diskette. Thus, multiple diskettes may be needed for complete registration of all participants.

The operator may perform the basic functions of data manipulations,--add, modify, and delete a data record. Also, the operator may display or print one of the chosen files selected in Figure 7.1 (Figure 7.5). A brief description of each procedure is given and the appropriate chapters for a more indepth discussion

are cited.

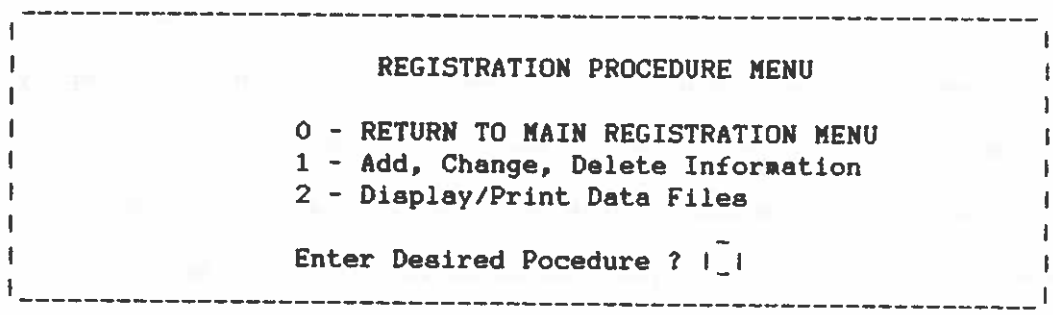

Figure 7.5

RETURN TO MAIN PROCEDURE MENU

The operator will return to Figure 7.1 for continuing registration file manipulation. Furthermore, the operator will return to Figure 7.1 after the prescribed function chosen in Figure 7.5 has been completed.

Add, Change, Delete Information

The operator will perform one of these functions for each registration file. Only the screens will be different (refer to Figures 7.2 - 7.4). The operator enters the name of the participant, boat or owner. Next, the computer will search the respective registration file and determine if the data record has been previously entered. If not, the operator may "add" to the registration file the new data record. Otherwise, if the data record does exist, the computer will allow the operator to modify or delete the data record from the registration file. (Refer to Chapter 8).

Display/Print Data Records

The computer will print out all information concerning participants in the tournament. However, the computer will display only an abbreviated or condensed form of the registration record. This would include participant's name, telephone number and the amount paid in the participant registration file, for example. (Refer to Chapter 9.)

CHAPTER 8

Add, Change, Delete Information

As mentioned in Chapter 7, the operator enters the name of the participant, boat, or owner (Figure 8.1). Next, the computer will search the respective registration file and determine if the data record has been previously entered. If not, the operator may "add" to the registration file the new data record. If the data record does exist, the computer will allow the operator to modify or delete the data record from the registration file.

```
+-------------------------------------------------------------+
|                                                             |
|                  FILE MAINTENANCE PROCEDURES                |
|                                                             |
|          To ADD new information enter a new item.           |
|          To EDIT information enter the requested information.|
|          Press return to display initialization menu.       |
+-------------------------------------------------------------+
```

Figure 8.1

For the registration file selected in Figure 7.1, the computer will ask the operator to enter one of the three information items listed below to perform the file maintenance procedure (Figure 8.2). Either the boat name or registration number may be entered for processing the boat registration file. In this regard, duplicate names have to be avoided, for the computer will not be able to distinguish participants. Therefore, the use of initials and middle names helps to resolve this problem.

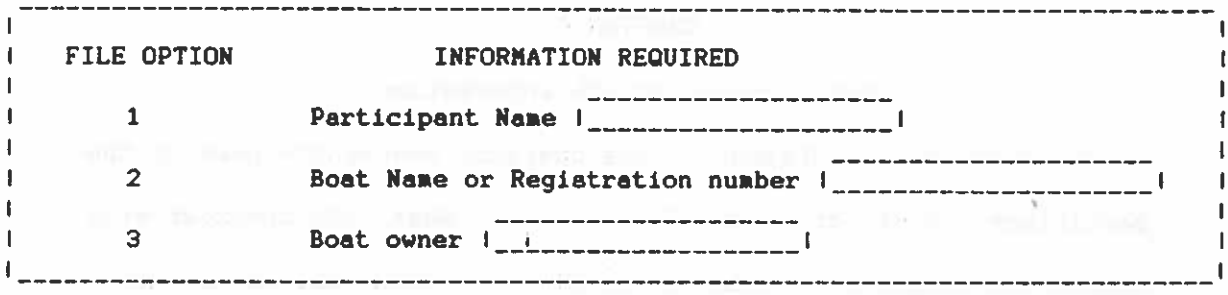

Figure 8.2

The operator may press the RETURN key to return to the main registration menu (Figure 7.1) or enter the requested information.

ADDING REGISTRATION RECORDS TO FILE(S)

The computer will inform the operator if the particular registration file is not currently in the file by displaying the following message.

<name> not in database file.
Would you like to add <name> to the database (Y/N)(CR = NO) ?

Also, the computer will give the operator the option of adding the participant registration information in the computer. By entering a "yes" response, the computer will display one of the information screens (Figure 7.2, 7.3, or 7.4). A "no" response will return the operator to the file maintenance procedure screen (Figure 8.1). Further, duplicate names have to be avoided because the computer will not be able to distinguish participant or boat names. Therefore the use of initials and middle names helps to resolve this problem.

After entering the registration information, the computer will return the operator to Figure 8.1. Further, when entering the participant's registration record, part of the information requested is for a boat name or registration number. When the operator enters a boat name or number, the computer will display the boat registration information screen (Figure 7.3). This procedure insures that each boat is associated with a participant registered in the tournament.

MODIFICATION/DELETION OF REGISTRATION INFORMATION

The modification of registration information is similar to the adding of participant information, except the computer will display the requested registration record on the screen and ask the operator which function is desired (Figure 8.3).

Figure 8.3

By entering one of the letters listed, the computer will perform the desired function. Also, the computer will remain at this screen until a valid entry is entered -- C, D, or S. Entering "C" will allow the operator to modify the information. The computer screen will clear and display the registration screen (Figure 7.2, 7.3, or 7.4). After entering all modifications, the computer will again display Figure 8.3 for further record manipulations. (The operator may press the RETURN key for each correct entry in the data record.)

The operator needs to enter only a "D" to delete the registration record. Afterward, the computer will display a message on the screen indicating the deletion of the participant's information (Figure 8.4). The computer does not

```
<name> registration file is marked for deletion.
```

Figure 8.4

physically delete the participant's record; it only marks it for deletion. This allows the operator to recall the deleted file if necessary. The computer will return the operator to Figure 8.3 after marking the record to delete. Further, after a record has been marked for deletion, the computer will allow the operator to physically delete "all" data records marked. This procedure can be time-consuming. For example, it took the computer 45 minutes to delete one record marked for deletion in a file with 450 data records. Because of the time involved in deleting data records, the computer displays a message and allows the operator the option of physically deleting the records or waiting until a more appropriate time (Figure 8.5).

```
                    *** WARNING ***

You have marked one or more data records to be deleted.
This procedure can take some time depending on the size of the data file.
Answer Y or T if you want to condense the data file and eliminate
            these records at this time.

Do you want to condense the data file (Y/N)(CR = NO)? _
```

Figure 8.5

If the operator decides to delete all marked records, the computer will display the following message indicating the deletion procedure:

```
Packing and re-indexing database file.
*** PLEASE STAND BY ***
```

After physically deleting all marked records, and the message disappears, the operator will return to Figure 7.1 for further registration file manipulations. Also, the operator will return to Figure 7.1 if a "no" response was entered in Figure 8.5.

RECALL MARKED RECORDS FOR DELETION

FTIRS allows the operator to recall participant's registration files if they are marked for deletion and have not been physically deleted. This procedure is similar to the modification/deletion of data records. The operator enters the participant's name, boat or other information shown in Figure 8.2. The computer searches the entire registration file for the record marked for deletion. Once the record is located the computer will display Figure 8.6 indicating the record is marked for deletion, allowing the operator to recall the data record.

```
+-------------------------------------------------------------+
|                                                             |
|              <name> is marked for deletion.                 |
|                                                             |
| Do you want to recall <name> Registration file (Y/N)(CR = NO)?|
+-------------------------------------------------------------+
```

Figure 8.6

After recalling the marked data record, the computer will display the new status of the data record (Figure 8.7). Press any key to return to the file maintenance menu (Figure 8.1). Also, if

the operator decides not to recall the marked data record, the computer will return the operator to Figure 8.1 for further processing.

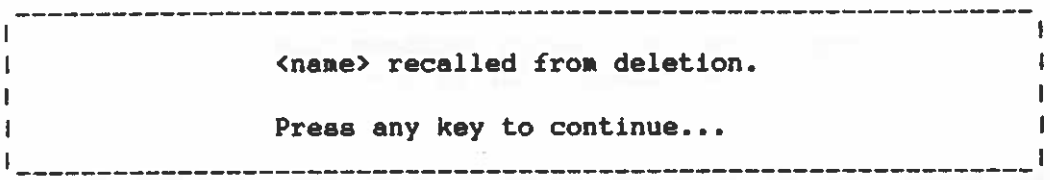

Figure 8.7

The operator enters "S" to return to the FILE MAINTENANCE PROCEDURES screen (Figure 8.1).

CHAPTER 9

Printing Registration Files

By entering the number "2" procedure in Figure 7.5, the operator may either display or print the species calculation file (Figure 9.0). The operator will notice the listing is in alphabetical order based on the registration name. All data records marked for deletion in the three registration files, or those that have been deleted will not appear on any of the printouts.

```
DISPLAY/PRINT REGISTRATION MENU

Enter 'P' to print the listing on the printer
Enter 'C' to display the listing on the console
Enter 'R' to RETURN to initialization menu

ENTER 'P', 'C', OR 'R'
```

Figure 9.0

The operator will remain at this menu until a valid entry is entered. The "R" response will return the operator to Figure 7.1. Entering "C", the console attribute, the operator will see the screen clear and the species calculation file appear on the screen. The screen pauses after it is full of information and displays the following message:

Press ANY KEY to continue ...

Press any key to continue--0-9, A-Z, space bar or RETURN key. After the last screen is displayed, the computer will display message below indicating the end-of-file has been reached. By depressing the RETURN key, the computer will return the operator to the DISPLAY/PRINT REGISTRATION MENU (Figure 9.0).

Press RETURN key to view DISPLAY OPTION MENU

CHAPTER 10

Scoring Procedures

Because of the various aspects of tournaments, the computer allows the operator several procedures for manipulating each of the files for scoring the tournament (Figure 10.0). Each option will be briefly described and appropriate chapters cited where options will be discussed in greater detail.

```
TOURNAMENT STANDING MAIN MENU

        0 - EXIT
        1 - Enter Daily Catches
        2 - Modify Participant's Record(s)
        3 - Modify Tournament Standing(s)
        4 - Print Current Standings
        5 - Display/Print Leaders Board

        Enter desired Procedure. _
```

Figure 10.0

Similar to previous menus, the computer will remain at the TOURNAMENT STANDING menu until a valid entry is entered by the operator. Each option is described below.

EXIT

The operator will exit from the scoring routine and return to the MAIN TOURNAMENT MENU (Figure 2.0).

Enter Daily Catches

This is where the scoring of the participant's catch occurs. The computer will calculate the points of each species, if points are used, or any other standings procedures described in Chapter 5. Also, the computer will display the exact position of the

participant, if he/she placed in the top three, for each species. (Refer to Chapter 11.)

Modify Participant's Record(s)

Because of the potential for human error in entering information, the computer allows the operator to modify an entry. This procedure will subtract the information entered. Afterward, the operator must re-enter the information using option 1 in Figure 10.0. (Refer to Chapter 12).

Modify Tournament Standing(s)

This routine gives the operator the ability to change information in the tournament standings board. (Refer to Chapter 12.)

Print Current Standings

This option is extremely useful for printing out various bits of information concerning different aspects of the tournament. This option gives overall information concerning each species, or division. (Refer to Chapter 13.)

Display/Print Leaders Board

With the Leaders Board, the operator can determine the leaders in each of the species category used by the tournament. Further, this routine gives all the details for determining the winner in each species category. (Refer to Chapter 13).

CHAPTER 11

Entering the Catch

Tournament directors should keep a "catch card" for each fish entered to insure proper scoring. This routine can not keep track of each identifiable fish caught by the participant due to the lack of memory on computers without a hard disk drive. Therefore, each written record, ("catch card"), signed by the participant should be kept for verification purposes.

In Chapter 2, the operator was asked if this was a new day for the tournament when he/she entered a "3" from the menu (Figure 2.0). This procedure is necessary for tournaments that keep track of the heaviest species caught for each tournament day. The operator will be prompted by Figure 11.1 if he answered a "yes" response to the new day question in Chapter 2. The computer also allows the operator to erase all previous daily species weights for each diskette used in the tournament if more than one is used.

```
+-------------------------------------------------------------+
|                                                             |
|     The following procedure allows the tournament to delete |
|     the previous day's daily weight for all species caught. |
|                                                             |
|        INSERT THE POINTS DISKETTE INTO DRIVE B:             |
|                                                             |
|      Press the RETURN key after inserting diskette          |
|                                                             |
+-------------------------------------------------------------+
```

Figure 11.1

After pressing the RETURN key, the computer will proceed to clear the previous day's heaviest species, by weight, for each participant that registered a catch. The operator may then exchange the diskettes, if multiple diskettes are used, by entering a "yes" response to the following question:

Do you need to SWAP additional POINTS diskettes (Y/N)(CR = N)?

After the operator has finished this procedure, or entered a "no" response to the new day question, the computer will ask the operator to enter the participant's name. The operator may either depress the RETURN key to return to Figure 10.0 or enter the participant's name (Figure 11.2). The computer will then ask the operator to enter all relevant information for proper scoring of the catch (Figure 11.3). The operator needs to be aware that some information requested in Figure 11.3 is not necessary and therefore can be ignored. For example, the operator does not need to enter a Stringer Weight if the tournament does not use it in calculating points or standings.

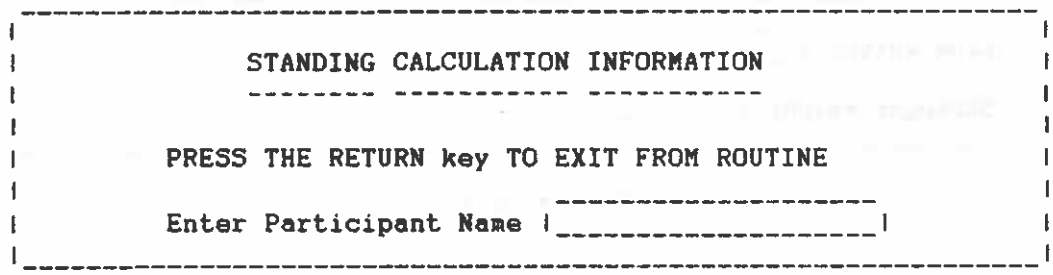

Figure 11.2

The operator needs to be concerned with the entering of information. For example, the weight of species can be entered in either U.S. standard weights (e.g., pounds or ounces) or in metric units of weights (e.g., kilograms, grams, etc.). The operator defines this type of information. Length and girth also can make use of operator-defined units of measurement.

After entering all the necessary information, the computer allows the operator to correct any mistakes. The operator needs to check the information entered with the information on the "catch card" for proper standing calculation. If there are no mistakes, the operator needs to enter a "no" response to the following

question to return to Figure 11.2 for proper standings calculations.

```
Any misspelling(s) in data entered (Y/N)(CR = NO) ? |_|
```

```
+-------------------------------------------------------------------------+
|                                                                         |
|                    STANDING CALCULATION INFORMATION                     |
|                    -------- ----------- -----------                     |
|                                                                         |
|              PRESS THE RETURN key TO EXIT FROM ROUTINE                  |
|                                                                         |
|        Enter Participant Name <name>_____________________________       |
|        Enter Participant Division  |_____________________________|      |
|        Enter Participant Category  |____________________|               |
|                                                                         |
|                     ____________________                                |
|        Species     |____________________|                               |
|                                                                         |
|                     ________          ________          _______       |
|        Weight      |____.___|  Length |____.___|  Girth  |___.___|      |
|                                                                         |
|                     ___                                                 |
|        Line Weight |___|                                                |
|                                                                         |
|                                ____________                             |
|        Stringer Weight        |_____.___|                               |
|                                                                         |
+-------------------------------------------------------------------------+
```

Figure 11.3

In case the operator: (1) entered a species not on the calculation file or (2) misspelled the species, division, and/or the category, the computer will display Figure 11.4. If the operator misspelled the entry, he may go back to Figure 11.2 by entering a "yes" response to the prompt (Figure 11.4). If the spelling is correct, the species was not entered in the correct division and/or category when initializing the diskettes (Refer to Chapters 3 and 5). If this happens, the operator needs to either place the "catch card" for that species aside and continue scoring the catches of others or exit the routine and correct the mistake (Refer to Chapter 5).

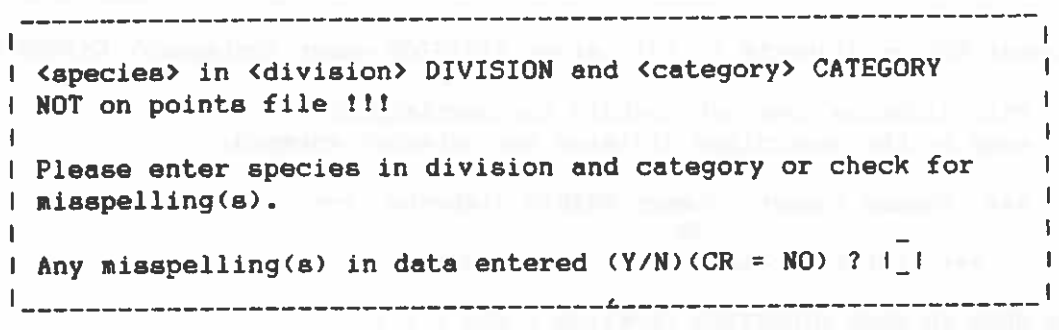

Figure 11.4

The computer keeps track of two files for each participant. These two files are located on the same points diskette and can not be separated. For this reason, the tournament should keep track of the amount of disk usage during the tournament to insure these files remain on the same diskette. There are several techniques for keeping these two files together. For example, the operator (1) can make a diskette for each major division and category for the tournament, (2) divide the largest number of participants for each division onto separate diskettes, or (3) create a separate diskette for each alphabetical break in the participant's last name. There are many other combinations for insuring these files remain on the same diskette.

The computer searches the points diskette for the participant each time a catch is registered. This insures that the participant is on the correct diskette and allows the operator to swap diskettes, if necessary. Figure 11.5 is displayed on the screen if the participant is not on the current points diskette located in Drive B:.

```
<name> NOT on diskette in <division> DIVISION under <category> CATEGORY

   This diskette does not contain the participant's
   name in the prescribed division and category entered.

   ***  Please insert correct POINTS diskette  ***
                        OR
      ***  Enter participant on diskette  ***

DO YOU NEED TO SWAP DISKETTES (Y/N)(CR = NO) ? _
```

Figure 11.5

The computer will display the following message (Figure 11.6) if a "yes" response was entered in the above question (Figure 11.5). If a "no" response was entered then the computer will ask another question to determine if the operator wants to enter the participant's catch in the computer (Figure 11.7).

```
PLACE PARTICIPANT POINT DISKETTE INTO DRIVE B:

Press any key after swapping diskettes
```

Figure 11.6

Press any key to continue searching for the participant's correct points diskette. Further, Figures 11.5, 11.6, and 11.7 will be repeated until the participant's diskette is located or until the operator enters the participant's catch on a points diskette (Figure 11.7).

```
Do you want to ENTER participant on this diskette (Y/N)(CR  = NO) ? _
```

Figure 11.7

The computer will enter the participant's information in his/her point files. Further, the computer will check the participant's catch and subsequent changes of their points file against the current Leaders Board for the species entered (Figure 11.8). Also, the computer will display the participant's standing by displaying one of the messages listed in Figure 11.8.

```
*** Checking Participant's standing to the Board ***

<name> DID not place

<name> TIED for third place

<name> IS third place

<name> TIED for second place

<name> IS second place

<name> TIED for first place

<name> IS first place
```

Figure 11.8

The operator will continue this process until all catches have been recorded for that particular tournament day. After today's catches have been entered, press the RETURN key as shown in Figure 11.2 to return to Figure 10.0.

CHAPTER 12

Modify Tournament Standings

At some time, the operator may need to edit or modify a participant's point standing. The reasons for this procedure are numerous and can vary. The procedure is similar to that described in Chapter 11 for entering the daily catches of each participant.

This procedure subtracts the points earned and various other information concerning the participant's points files. As previously mentioned, the operator needs to consult the appropriate "catch card" for the proper information to extract from the participant's files and/or re-enter in the participant catch as described in Chapter 11.

The computer will ask the operator to enter the participant's name. The operator may either depress the RETURN key to return to Figure 10.0 or enter the participant's name (Figure 12.1). The computer will then ask the operator to enter all relevant information for the appropriate modification of the points files (Figure 12.2).

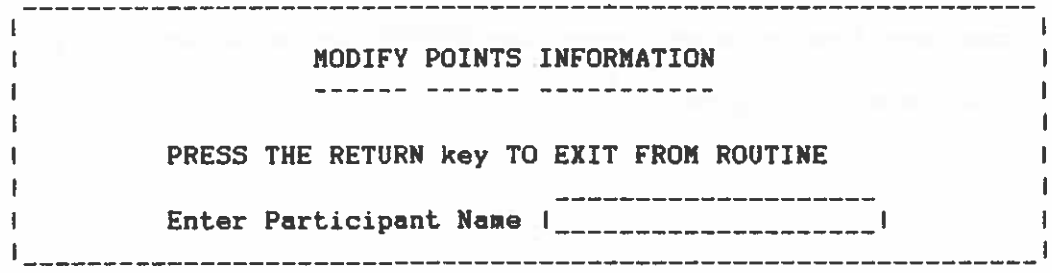

Figure 12.1

Entering the weight of a species can be either in U.S. standard measures (e.g., pounds or ounces) or in metric units (e.g., kilograms, grams, etc.). The operator defines this type of

information. Length and girth measures also are operator-defined units.

After entering all necessary information, the computer allows the operator to correct any mistakes. The operator should check the information entered with the information on the "catch card" for proper standings calculation. If there are no changes, he should enter a "no" response to the question below to return to Figure 12.1 for further standings calculations.

```
Any misspelling(s) in data entered (Y/N)(CR = NO) ? |_|
```

```
                    MODIFY POINTS INFORMATION
                    ------ ------ -----------

            PRESS THE RETURN key TO EXIT FROM ROUTINE

      Enter Participant Name <name>_____________________________
      Enter Participant Division  |_____________________________|
      Enter Participant Category  |____________________|
                      ____________________
      Species        |____________________|
                      ________              ________              _______
      Weight         |____.___|  Length     |____.___|    Girth  |___.___|
                      ___
      Line Weight    |___|
                      _________
      Stringer Weight |_____.___|
```

Figure 12.2

In case the operator entered a species not on the calculation file or misspelled either the species, division, and/or the category, the computer will display Figure 12.3. If the operator misspelled the entry, he/she may go back to Figure 12.1 by entering a "yes" response to the prompt (Figure 12.3).

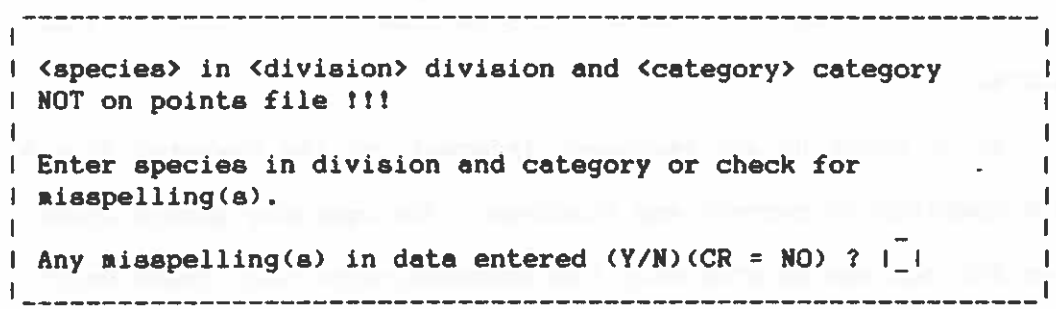

Figure 12.3

The computer searches the points diskette for the participant each time a catch is registered. This insures that the participant is on the correct diskette and allows the operator to swap diskettes, if necessary. The screen displays Figure 2.5 if the participant is not on the current points diskette located in Drive B:.

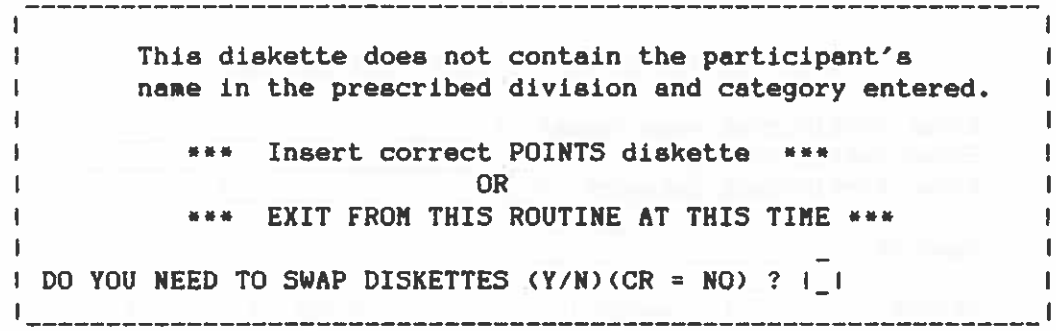

Figure 12.4

The computer will display the message in Figure 12.5 if a "yes" response was entered in the above question (Figure 12.4). If a "no" response was entered, the computer will return the operator to Figure 12.1 for further editing of points files.

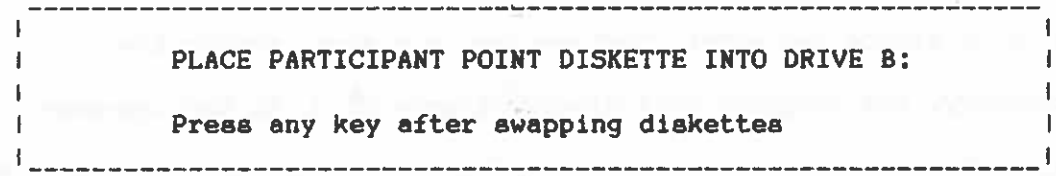

Figure 12.5

Press any key to continue searching for the participant's correct points diskette. Figures 12.4 and 12.5 will be repeated until the participant's diskette is located or until the operator returns to Figure 12.1.

COMPUTER PROCEDURE FOR MODIFYING PARTICIPANT FILE

The computer will remove the old data previously entered in Figure 12.2 by the operator. The computer will further compare the invalid catch to the participant's various categories. If one of these categories needs to be changed, the computer will prompt the operator to enter the information requested (Figure 12.6). This is the main reason for keeping the "catch card" as discussed in Chapter 11.

Figure 12.6

The operator should be aware that modifying the participant's point file could change the current Leaders Board standings. For example, if a catch that was on the Leaders Board was disqualified, the operator will have to modify the Leaders Board (Figure 12.7).

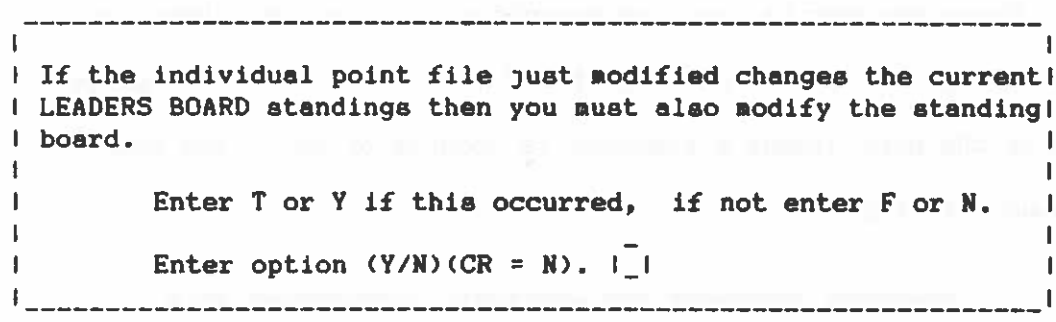

Figure 12.7

A "no" or false response will return the operator to Figure 10.0. A "yes" or true response will allow the operator to modify the tournament Leaders Board.

MODIFICATION OF TOURNAMENT LEADERS BOARD

This procedure is similar to the other procedures discussed. The computer will request the following information from the operator (Figure 12.8). By pressing the RETURN key, the operator will exit the routine and return to Figure 10.0.

The computer will check the file for the information entered in Figure 12.8. If the information entered is not in the Leaders Board file, the computer will allow the operator to correct the data entered (in case of misspelling(s)) or exit the routine (Figure 12.9).

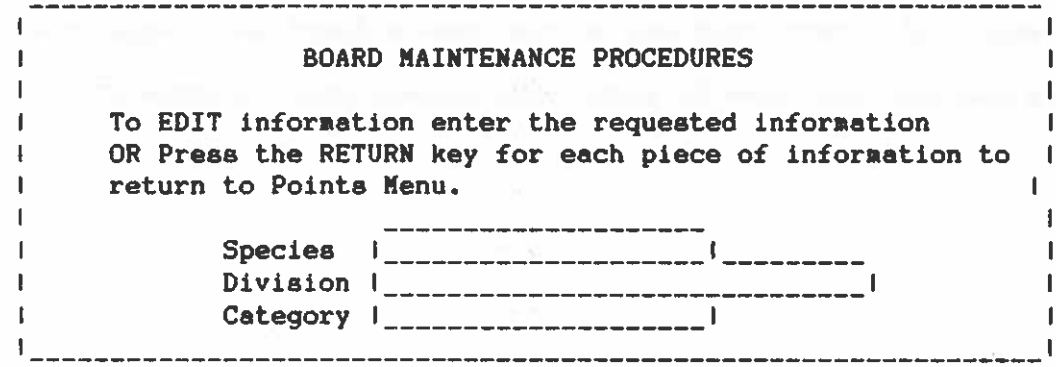

Figure 12.8

```
<species> in <division> division and <category> category
NOT on Leaders Board file !!!

Please enter species in division and category OR check for
misspelling(s)

Press any key to continue ...
```

Figure 12.9

Once the correct information has been entered, the computer will display the file for correction (Figure 12.10). This procedure is identical to the modification routines discussed earlier in the manual.

```
                    Leaders Board Modification Screen
                    -------- ----- ------------ ------

Species <species>          Division <division>
                           Category <category>


First Place <score>

Name <name>                Length <length>      Girth <girth>
Co-Winner <name>

Second Place <score>

Name <name>                Length <length>      Girth <girth>
Co-Winner <name>

Third Place <score>

Name <name>                Length <length>      Girth <girth>
Co-Winner <name>

Enter (C)hange, (E)xit or (S)kip. _
```

Figure 12.10

By entering a "C", the screen will appear with the familiar highlighted boxes for each data item. The operator may either correct the entry or press the RETURN key to bypass the data item. An "E" response will exit the operator from the modification routine and return the operator to Figure 10.0. An "S" response will allow the operator to progress in the Leaders Board file until either the end-of-file has been reached or until the operator enters an "E" response. Similarly, if the operator enters an invalid entry, the computer will remain at this screen until it receives a valid entry.

CHAPTER 13

Display/Print Tournament Standings

The operator should note that there are two different print routines for determining tournament standings. The reason for the different print routines is that some tournaments have more than one scoring procedure. The Leaders Board is set up with the point calculation and other forms of determining the overall winner(s) (Chapter 5). The other routine concentrates on the weight of each species, overall weight and other categories that determine tournament winners. The operator needs to examine each of these different printing procedures for the proper printouts necessary for the tournament.

The operator may display or print either type of standings (Figure 13.1). The operator will notice the listing is in numeric order according to species.

```
DISPLAY/PRINT STANDINGS INFORMATION

Enter 'P' to print the listing on the printer
Enter 'C' to display the listing on the console
Enter 'R' to RETURN to initialization menu

ENTER 'P', 'C', OR 'R'
```

Figure 13.1

The operator will remain at this menu until a valid entry is entered. The "R" response will return the operator to Figure 10.1. Using the "C", the console attribute, the operator will see the screen clear and the standing calculation file appear on the screen.

Option "4" in Figure 10.0, TOURNAMENT STANDING MAIN MENU, allows the operator to display the standings by various procedures

(Figure 13.2). The operator may display or print the standings information for individual species, or overall standings. For example, this procedure is useful for those tournaments that have daily weight trophies for each species. The operator can request the computer to print out the "DAILY heaviest wt.", option 'D', and create the standings for each day of the tournament (Figure 13.2). The following day the operator resets the daily weights as discussed in Chapter 2 and 10. This way the tournament does not need to create a new standings board to keep track of DAILY weights of registered catches.

```
                        STANDING MENU
                        -------- ----

                SPECIES TOURNAMENT INFORMATION

Enter 'Z' to list by Cumulative wt. of Species by Division / Category
      'D' to list by DAILY Heaviest wt. of Species by Division / Category
      'T' to list by TOURNAMENT Heaviest wt. of Species by Division / Category
      'V' to list by Cumulative Tag and Release pts. of Species by Division
      'N' to list by Cumulative pts. earned for Species by Division / Category
      'L' to list by TOURNAMENT Stringer wt. of Species by Division / Category

                  OVERALL TOURNAMENT INFORMATION

Enter 'U' to list by Cumulative wt. caught by Division / Category
      'P' to list by Cumulative Points earned by Division / Category
      'J' to list by Cumulative Tag and Release pts. earned by Division

      'Q' to EXIT printing routine

  Enter desired listing option. _
```

Figure 13.2

The operator needs only to enter the letter corresponding to the desired output for proper execution of the routine. The operator will return to Figure 13.1 by entering a "Q". The

operator will have to add additional information for those options that correspond to options "U", "P", "J", and "A". The computer will prompt the operator to enter the following information for the information desired:

```
SPECIES: |____________________|  DIVISION: |______________________________|
                                CATEGORY: |____________________|
```

The operator will notice that the last line in Figure 13.2 is replaced by the above or below data entry options. Further, the following information is required for the remaining options listed in Figure 13.2:

```
DIVISION: |______________________________|    CATEGORY: |____________________|
```

The lengths for the printouts listed in Figure 13.2 will vary. For example, there may be fewer participants in one division than another, fewer registered catches for a particular division and/or species, or other reasons. If the display or print options show no listing, the operator should not worry. This indicates there are no current registered catches for these species or division.

PRINTING THE LEADERS BOARD

The displaying or printing of the Leaders Board is divided into several categories (Figure 13.3). This allows the operator to retrieve specific information from the Leaders Board.

The operator should notice the resemblance in operation between the two printing options for standings, option "4" and "5" in Figure 10.0. This procedure operates similarly to option "4", and includes the additional information requested by the computer for each option the operator enters in Figure 13.3.

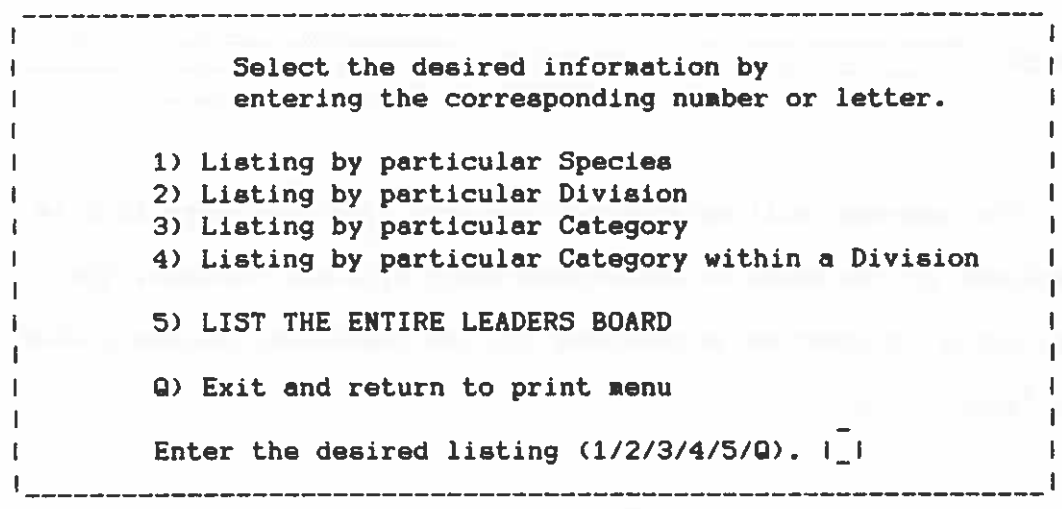

Figure 13.3

Figure 13.4 shows the additional information needed by the computer for each listing in Figure 13.3.

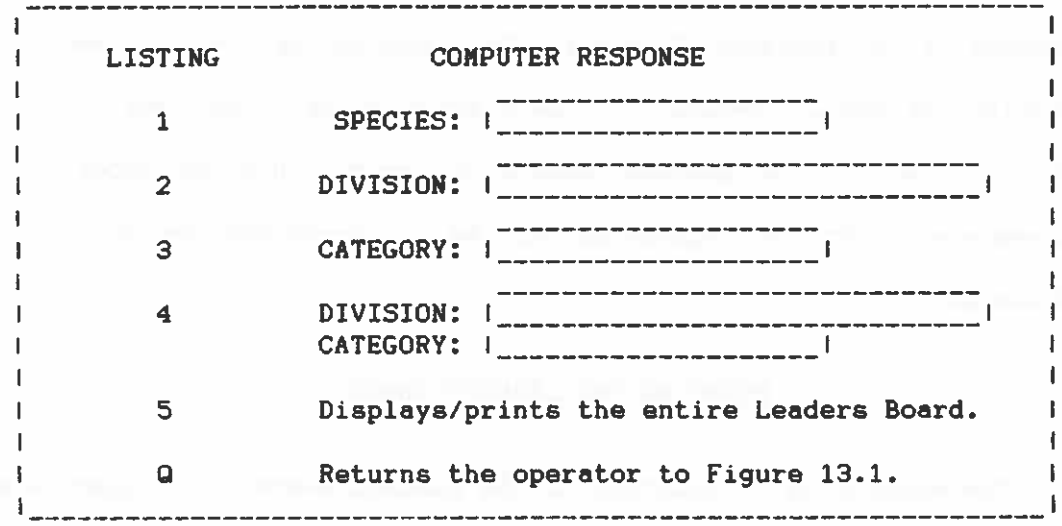

Figure 13.4

When displaying the entire Leaders Board or a portion of the Board, the computer will display five species or less at a time,

pausing after this information is displayed with the following message:

Press any key to continue ...

The operator should "Press any key to continue" -- 0-9, A-Z, space bar or RETURN key. After the last screen is displayed, the computer has reached the end-of-file. By pressing any key, the computer will return the operator to the DISPLAY/PRINT STANDINGS INFORMATION (Figure 13.1).

CHAPTER 14

Helpful Hints

Tournaments have various types of winner categories -- overall, divisional, captain's, tag and release, etc. The computer can keep track of these different winner categories if the operator has some forethought in setting up the diskettes.

WINNER CATEGORIES

Winner categories need to be set up in the Leaders Board and species calculation procedures (Chpater 4). For example, if the operator enters "TAG RELEASE" for "CATEGORY" in Figure 4.2, the operator has created a tag and release category for the particular species in the "DIVISION". If the operator enters "OFFSHORE CAPTAIN" in the "DIVISION" entry in Figure 4.2, he has just created a captain's category in the offshore division of the tournament. When catches are registered, the operator enters the catch for the participant and for the captain of the boat. There are many different arrangements for calculating the various winning categories, but with forethought and planning, the computer can keep track of most of these winning categories.

THE ADVANTAGE OF THE "ALL" FUNCTION

Most tournaments have a set scoring procedure for all the prime species sought. Further, these tournaments usually contain an overall category for those species not primarily sought when "any fish caught" is stated. This is the principal reason for using the "ALL" function. Also, the computer operates more efficiently and faster by using this function.

The computer creates individual winning categories on the Leaders Board for primary species caught. The computer further creates a special winning category for "any fish" registered. These non-primary fish, which usually are not registered as individual species, are placed in this general winning category for placement. Further, this procedure relieves the operator from having to create a special individual leader's board category for each of the non-primary fish caught by the participants.

ERROR HANDLING

This program has been debugged, but errors may arise. The most common error is when the operator wants to perform a function, but the computer returns the operator to the previous menu. The reason for this occurrence is that the operator has the incorrect diskette in Drive B. He therefore must place the proper diskette in Drive B:.

Another common error message is "Write fault error writing PRN". This message indicates that the printer is not turned on and ready. The operator needs to be sure the printer is on, ready for printing, and filled with paper at all times.

If there are other errors that arise, check the operating manual of your computer. The operator should be aware of the amount of memory space available on all diskettes. By proper checking of each diskette and careful planning, he can avoid many potential errors.

PRINTING

The operator should receive a printout after each tournament day. This will keep all participants and tournament officials informed of the progress and competition among fishermen.

APPENDIX A

SOFTWARE FACT SHEET

TITLE OR APPLICATION:
Fishing Tournament Information and Retrieval System

PURPOSE AND/OR METHOD OF SOLUTION:
Computerize the record keeping functions of fishing tournaments (Fresh or Salt water).

HARDWARE SYSTEM REQUIREMENTS:
A computer system that supports DBASE II with 2 double-sided, double-density disk drives, 128K internal memory, 24x80 addressable console screen and a 80-column printer.

CURRENT COMPUTERS SUPPORTED:
IBM or compatible machine, T.I., COMPAQ, ZENITH, KAYPRO 4.

IS SOURCE LANGUAGE PROGRAM AVAILABLE?
NO, only object code of program is available.

CAN PROGRAM BE RE-COPIED?
NO, under international copyright laws.

SPECIAL OR UNIQUE CHARACTERISTICS OF PROGRAM:
The program can be tailored to any tournament throughout the nation and world (fresh or saltwater tournaments). Has single data entry with numerous error checks and is menu driven.

CONTACT PERSON FOR FURTHER INQUIRIES:
Dr. Robert B. Ditton
Department of Recreation and Parks
Texas A&M University
College Station, Texas 77843

DATE: June 22, 1985

Appendix B

SOFTWARE ORDER FORM

Please, check each space as applicable per line. This is a double check to ensure that the software ordered is compatible with your hardware requirements. Also, if your hardware does not match up with the minimum requirements listed below, we will be unable to process your order.

Total amount of internal memory. ____ 128K ____ 256K ____ 320K ____ *K (Other)*
(minimum of 128K required)

Number of disk drives (please circle). 2 3 4 ____
(minimum of 2 disk drives)

Memory size of disk drives. ____ 320K ____ 360K ____ 10M ____ K (Other)
(minimum of 320K drive)

Please specify drive specifications for each drive.
(ex. A: disk, B: disk, C: hard disk, etc.)

_____

_____

_____

_____

Is your monitor a 24x80 column addressable CRT? ____ Yes ____ No

Is your printer an 80- or 132-column printer? ____ 80 ____ 132

Do you have one of the following units? ____ IBM ____ Compaq ____ Kaypro 4
(Please check) ____ Zenith ____ TI ____ TRS 2000

Number of system diskettes desired at $225/diskette. ____

NAME _____

ADDRESS _____

CITY _____ STATE _____ ZIP _____

Please make checks or money orders payable to:

Department of Recreation and Parks, TAMU

Enclose check and order form in an envelope and mail it to:

DR. ROBERT B. DITTON
DEPARTMENT OF RECREATION AND PARKS
FTIRS
TEXAS A&M UNIVERSITY
COLLEGE STATION, TEXAS 77843